MISSILE
WAR
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MISSILE WAR

GAME INSTRUCTIONS

MG-313

MISSILE WAR

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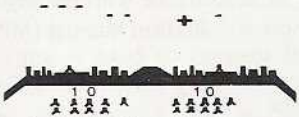
MISSILE WAR



Nuclear warheads launched by your enemy are approaching. You must defend your cities by destroying the warheads with your missiles. This is not as simple as it sounds, because the warheads travel unpredictable paths and change in number as they approach.

1. GAME OBJECTIVE

Your main objective is to score as many points as possible, by protecting your cities from nuclear attack while using the least number of missiles. Points are scored for the number of cities and missiles remaining at the end of each phase of the war.

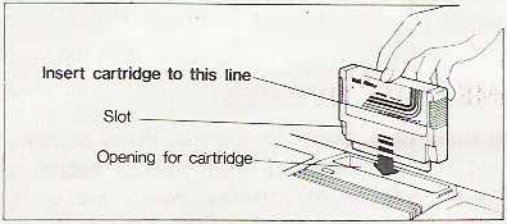
As the game progresses, the nuclear warheads travel faster, making it more difficult to destroy them.

2. GETTING STARTED

Plug in the antenna cable and AC adaptor plug of the Master Console in accordance with the instructions given in the Master Console Installation Manual (MPT-03).

a) Insert Cartridge

Slide the power switch of the Master Console to the OFF position. Hold the cartridge with the slots facing the player and insert into the cartridge opening.

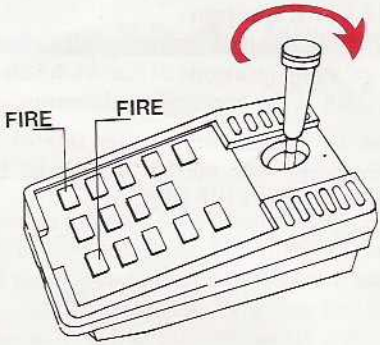


Note: The Console should be switched OFF when inserting/removing the cartridge to avoid damage to the Master Console and the cartridge.

b) Hand Controllers

Place the Missile War inlay plate onto the left hand controller

The left joystick is used to control the horizontal and vertical movements of the sight (blue cross). When this is superimposed on one of the warheads a missile is correctly aimed and when fired will destroy the warhead.



c) Start to Play

Switch ON Master Console

Four cities and two missile launching bases appear on the TV screen.

Press GAME START button

Nuclear Warheads can be seen as they descend from the sky. Aim a missile at one of the warheads by moving the left joystick in the appropriate direction.

Missiles can be FIRED from either one of the missile bases to intercept the nuclear warheads, by pressing either the left or right FIRE buttons on the keypad.

d) Guide to Game

i) A warhead is capable of destroying an entire city or missile launching base.

ii) The game is divided into three phases. If at the end of phase I there are still some cities remaining, phase II will begin. During this phase the warheads move at a faster speed. If you survive this attack, the game proceeds to phase III, in which the warheads move at an even faster rate. Phase III will continue to be repeated until all the cities have been destroyed.

iii) At the beginning of each phase of the game, each missile base contains ten missiles. The number of missiles remaining at any stage is shown at the bottom of the TV screen.

iv) At the end of each phase your score for that phase is displayed and added to your total score.

v) Occasionally a plane or statellite will fly across the sky. 500 points are awarded for hitting one of these.

3. END OF GAME

The game is over when all the cities have been destroyed.

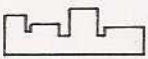
4. START NEW GAME

a) Press GAME START button –
to re-start new game while retaining previous highest score as shown on the TV screen.

b) Press CLEAR then GAME START button –
to erase previous highest score and re-start new game.

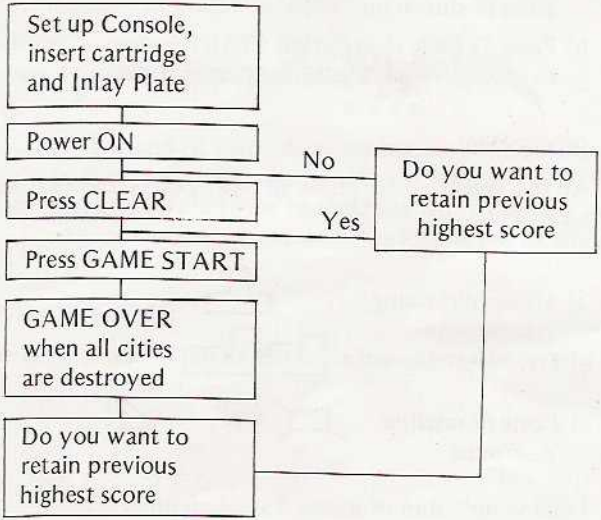
5. SCORING

At the end of each phase of war, points are awarded for each:

		Points
a) Missile remaining		50
b) City remaining		200
c) Plane or satellite destroyed	or	500

Total score = sum of scores from each phase.

6. OPERATION FLOW DIAGRAM


Set up Console, insert cartridge and Inlay Plate
Power ON
Press CLEAR
Press GAME START
GAME OVER when all cities are destroyed
Do you want to retain previous highest score
No
Yes
Do you want to retain previous highest score